

Magit-Section Developer Manual

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1 Introduction

This package implements the main user interface of Magit — the collapsible sections that make up its buffers. This package used to be distributed as part of Magit but how it can also be used by other packages that have nothing to do with Magit or Git.

To learn more about the section abstraction and available commands and user options see Section “Sections” in `magit`. This manual documents how you can use sections in your own packages.

When the documentation leaves something unaddressed, then please consider that Magit uses this library extensively and search its source for suitable examples before asking me for help. Thanks!

2 Creating Sections

`magit-insert-section` [*name*] (*type* &*optional value hide*) &*rest body* [Macro]

Create a section object of type `CLASS`, storing `VALUE` in its `value` slot, and insert the section at `point`. `CLASS` is a subclass of ‘`magit-section`’ or has the form (`eval FORM`), in which case `FORM` is evaluated at runtime and should return a subclass. In other places a sections class is often referred to as its “`type`”.

Many commands behave differently depending on the class of the current section and sections of a certain class can have their own keymap, which is specified using the ‘`keymap`’ class slot. The value of that slot should be a variable whose value is a keymap.

For historic reasons Magit and Forge in most cases use symbols as `CLASS` that don’t actually identify a class and that lack the appropriate package prefix. This works due to some undocumented kludges, which are not available to other packages.

When optional `HIDE` is non-`nil` collapse the section body by default, i.e., when first creating the section, but not when refreshing the buffer. Else expand it by default. This can be overwritten using `magit-section-set-visibility-hook`. When a section is recreated during a refresh, then the visibility of predecessor is inherited and `HIDE` is ignored (but the hook is still honored).

`BODY` is any number of forms that actually insert the section’s heading and body. Optional `NAME`, if specified, has to be a symbol, which is then bound to the object of the section being inserted.

Before `BODY` is evaluated the `start` of the section object is set to the value of ‘`point`’ and after `BODY` was evaluated its `end` is set to the new value of `point`; `BODY` is responsible for moving `point` forward.

If it turns out inside `BODY` that the section is empty, then `magit-cancel-section` can be used to abort and remove all traces of the partially inserted section. This can happen when creating a section by washing Git’s output and Git didn’t actually output anything this time around.

`magit-insert-heading` &*rest args* [Function]

Insert the heading for the section currently being inserted.

This function should only be used inside `magit-insert-section`.

When called without any arguments, then just set the `content` slot of the object representing the section being inserted to a marker at `point`. The section should only contain a single line when this function is used like this.

When called with arguments `ARGS`, which have to be strings, or `nil`, then insert those strings at `point`. The section should not contain any text before this happens and afterwards it should again only contain a single line. If the `face` property is set anywhere inside any of these strings, then insert all of them unchanged. Otherwise use the ‘`magit-section-heading`’ face for all inserted text.

The `content` property of the section object is the end of the heading (which lasts from `start` to `content`) and the beginning of the the body (which lasts from `content` to `end`). If the value of `content` is `nil`, then the section has no heading and its

body cannot be collapsed. If a section does have a heading, then its height must be exactly one line, including a trailing newline character. This isn't enforced, you are responsible for getting it right. The only exception is that this function does insert a newline character if necessary.

magit-insert-section-body *&rest body* [Macro]

Use BODY to insert the section body, once the section is expanded. If the section is expanded when it is created, then this is like **progn**. Otherwise BODY isn't evaluated until the section is explicitly expanded.

magit-cancel-section [Function]

Cancel inserting the section that is currently being inserted. Remove all traces of that section.

magit-wash-sequence *function* [Function]

Repeatedly call FUNCTION until it returns **nil** or the end of the buffer is reached. FUNCTION has to move point forward or return **nil**.

3 Core Functions

`magit-current-section` [Function]

Return the section at point or where the context menu was invoked. When using the context menu, return the section that the user clicked on, provided the current buffer is the buffer in which the click occurred. Otherwise return the section at point.

Function `magit-section-at` &optional position

Return the section at POSITION, defaulting to point. Default to point even when the context menu is used.

`magit-section-ident` *section* [Function]

Return an unique identifier for SECTION. The return value has the form ((TYPE . VALUE) ...).

`magit-section-ident-value` *value* [Function]

Return a constant representation of VALUE.

VALUE is the value of a `magit-section` object. If that is an object itself, then that is not suitable to be used to identify the section because two objects may represent the same thing but not be equal. If possible a method should be added for such objects, which returns a value that is equal. Otherwise the catch-all method is used, which just returns the argument itself.

`magit-get-section` *ident* &optional *root* [Function]

Return the section identified by IDENT. IDENT has to be a list as returned by `magit-section-ident`. If optional ROOT is non-nil, then search in that section tree instead of in the one whose root `magit-root-section` is.

`magit-section-lineage` *section* [Function]

Return the lineage of SECTION. The return value has the form (TYPE...).

`magit-section-content-p` *section* [Function]

Return non-nil if SECTION has content or an unused washer function.

The next two functions are replacements for the Emacs functions that have the same name except for the `magit-` prefix. Like `magit-current-section` they do not act on point, the cursors position, but on the position where the user clicked to invoke the context menu.

If your package provides a context menu and some of its commands act on the "thing at point", even if just as a default, then use the prefixed functions to teach them to instead use the click location when appropriate.

Function `magit-point`

Return point or the position where the context menu was invoked. When using the context menu, return the position the user clicked on, provided the current buffer is the buffer in which the click occurred. Otherwise return the same value as `point`.

Function `magit-thing-at-point` `thing` &optional `no-properties`

Return the `THING` at `point` or where the context menu was invoked. When using the context menu, return the thing the user clicked on, provided the current buffer is the buffer in which the click occurred. Otherwise return the same value as `thing-at-point`. For the meaning of `THING` and `NO-PROPERTIES` see that function.

4 Matching Functions

`magit-section-match` *condition* **&optional** (*section* **(magit-current-section)**) [Function]

Return *t* if *SECTION* matches *CONDITION*.

SECTION defaults to the section at point. If *SECTION* is not specified and there also is no section at point, then return nil.

CONDITION can take the following forms:

- (*CONDITION*...) matches if any of the *CONDITION*s matches.
- [*CLASS*...] matches if the section's class is the same as the first *CLASS* or a subclass of that; the section's parent class matches the second *CLASS*; and so on.
- [** CLASS*...] matches sections that match [*CLASS*...] and also recursively all their child sections.
- *CLASS* matches if the section's class is the same as *CLASS* or a subclass of that; regardless of the classes of the parent sections.

Each *CLASS* should be a class symbol, identifying a class that derives from `magit-section`. For backward compatibility *CLASS* can also be a "type symbol". A section matches such a symbol if the value of its `type` slot is `eq`. If a type symbol has an entry in `magit--section-type-alist`, then a section also matches that type if its class is a subclass of the class that corresponds to the type as per that alist.

Note that it is not necessary to specify the complete section lineage as printed by `magit-describe-section-briefly`, unless of course you want to be that precise.

`magit-section-value-if` *condition* **&optional** *section* [Function]

If the section at point matches *CONDITION*, then return its value.

If optional *SECTION* is non-nil then test whether that matches instead. If there is no section at point and *SECTION* is nil, then return nil. If the section does not match, then return nil.

See `magit-section-match` for the forms *CONDITION* can take.

`magit-section-case` **&rest** *clauses* [Macro]

Choose among clauses on the type of the section at point.

Each clause looks like (*CONDITION* *BODY*...). The type of the section is compared against each *CONDITION*; the *BODY* forms of the first match are evaluated sequentially and the value of the last form is returned. Inside *BODY* the symbol `it` is bound to the section at point. If no clause succeeds or if there is no section at point, return nil.

See `magit-section-match` for the forms *CONDITION* can take. Additionally a *CONDITION* of *t* is allowed in the final clause, and matches if no other *CONDITION* match, even if there is no section at point.